Evil Spirit

Manual

WINDIGO PRODUCTIONS

Evil Spirit

About the game

Evil Spirit is an adventure game in which the protagonist is stranded in a dark place and must fight for survival. The game world is explored from a first-person perspective and contains various puzzles as well as a number of hostile creatures.

Action-packed combat scenes complement the puzzle sections of the game.

The game consists of four chapters, and no game data needs to be loaded within a chapter. Each chapter features numerous locations and is accompanied by a unique piece of music.

Game progress can be saved at any time to one of two save slots.

Contents

About the game....2
Credits....3
Technical requirements....3
Controls....4
Game interface....4
- Menu bar....4
- Action menu....5
- Options menu....6

Inventory....6
- Personal inventory....7
- Scene inventory....8

Combat....9
- General....9
- Display....9
- Combat menu....10

Solution help....11
- Items....11
- Fighting....12
- Weapons....12
- Compass and map....13
- Game ending....13

Evil Spirit

Credits

Friedrich Volmering	**Concept, Art & Code**
Jörg „Eiswuxe“ Winterstein	**Music**
Matthias Kramer	**Testing**
Sebastian Bach (poly.play)	**Publishing and Print Design**

Technical requirements

Evil Spirit was developed for the Commodore 64. It can be played on original hardware as well as in an emulator such as Vice. The game is PAL and NTSC compatible, although the NTSC version differs slightly from the PAL version in terms of graphics and sound due to different hardware specifications.

The floppy disk version uses the C64 kernel routines for loading content and should therefore be compatible with fast loaders. In Vice, the loading process can be sped up by disabling "True Drive Emulation." Depending on the Vice version, "Enable Virtual Device" may also need to be enabled. If problems occur, enabling the "True Drive Emulation" option will always allow loading, but it will take longer.

Game saves are stored on floppy disk in drive #8. To save a game in the cartridge version, a floppy drive must be connected or a floppy disk image must be mounted in the emulator. The cartridge itself does not have its own save memory.

The floppy disk version of the game is SD2IEC compatible.

Evil Spirit

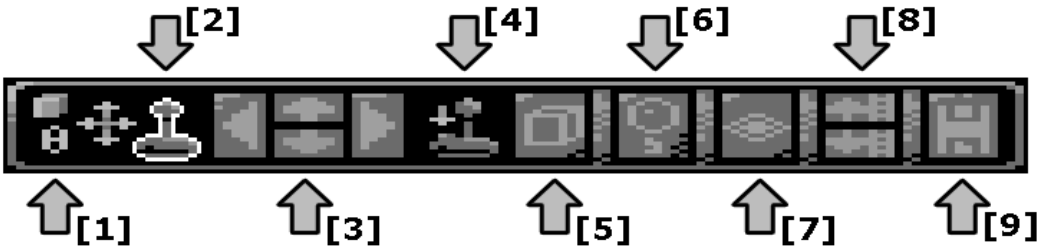
Controls

The game is controlled entirely via joystick. The following abbreviations will be used in the manual:

[BUTTON]	=	Fire button
[UP]	=	Joystick up
[DOWN]	=	Joystick down
[LEFT]	=	Joystick left
[RIGHT]	=	Joystick right

Game interface

Menu bar



[1] Number of items in the current game scene. Items found in the scene or removed from the inventory appear here and can then be added to the inventory.
[2] If this joystick is flashing, movement mode is active. Moving the joystick moves you in the desired direction. Pressing **[BUTTON]** takes you to the action menu.
[3] The arrows indicate the possible directions of movement. A grayed-out arrow means that movement in that direction is not possible.
[4] If this joystick is flashing, the game is waiting for **[BUTTON]** to continue.

Evil Spirit

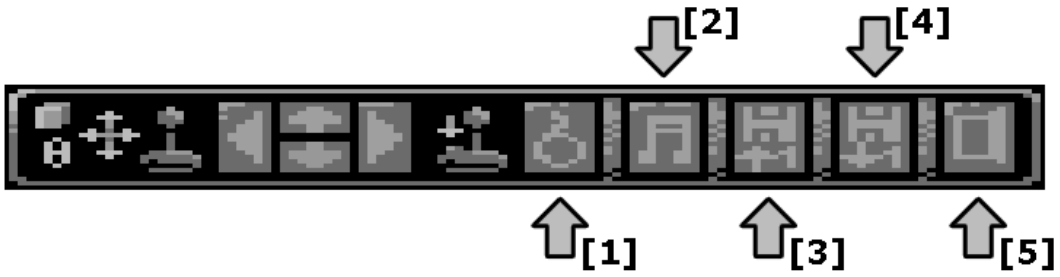
Action menu

When the menu is active, an action can be selected using **[LEFT | RIGHT]** and executed with **[BUTTON]**.
The action menu can be exited with **[LEFT]** when menu item (5) is selected.

[5] **Inventory** Jump to your personal inventory and open the scene inventory.
[6] **Inspect** A cross-hair appears in the game scene. When you move the cross-hair over an interaction point, a description appears. Simultaneously, the cursor changes and its movement speed slows down as long as it remains over the interaction point. Pressing the **[BUTTON]** allows you to inspect an interaction point more closely. If there are useful items there, they will then appear in the scene inventory. The Inspect mode can be exited at any time by pressing **[BUTTON]** outside of an interaction point.
[7] **Look around** In quick succession, all interaction points in the scene are highlighted.
[8] **Vertical Movement** If this menu item is selected, you can use **[UP | DOWN]** to exit the scene upwards or downwards, provided the corresponding movement direction is valid (not grayed out).
[9] **Options menu** The options menu is opened.

Evil Spirit

Options menu



[1] **Restart** The game will end and start again in the first chapter.
[2] **Audio** The music is deactivated or reactivated.
[3] **Save** The game progress will be saved in the selected slot.
[4] **Load** The game progress from the selected slot is being loaded.
[5] **Back** The game returns to movement mode.

Important *Use **[UP | DOWN]** to switch between two save slots when the Load or Save menu item is selected. The current slot is displayed as a number on both buttons (Load/Save).*

Inventory

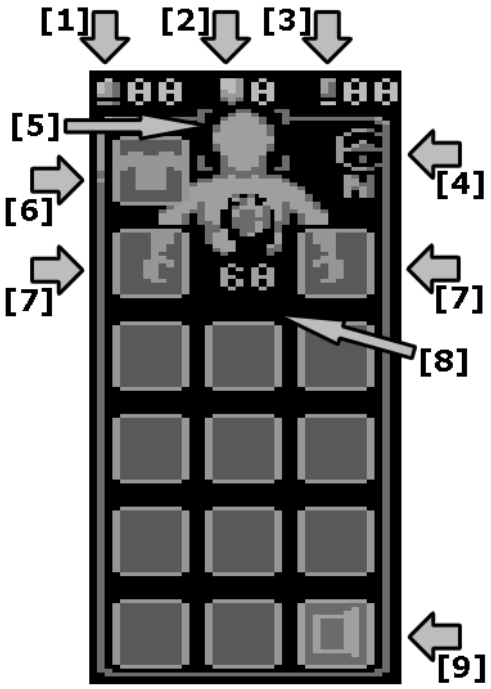
The inventory includes two areas:

- **The personal inventory** contains all the items the player is carrying and is always visible.
- **The scene inventory** includes all items in a game scene and is not always visible.

Evil Spirit

Personal inventory

The personal inventory consists of a number of inventory slots, ammunition supply, and a compass.



[1] **Small-caliber ammunition** Ammunition supply for handguns
[2] **Shield** Protection level through clothing
[3] Shotgun cartridges Ammunition supply for long guns
[4] **Compass** shows the current direction
[5] **Head** Books placed here are read. Food or first-aid kits placed here or used here are consumed or applied.
[6] **Body** Clothing worn here increases the level of protection, thereby reducing the damage suffered
[7] **Hands** Objects held in the hands are used as weapons in combat.
[8] **Hitpoints** If this value drops to 0, the game is over
[9] Exit inventory

Important *Collected ammunition is added directly to the respective ammunition supply and does not appear in the inventory.*

Evil Spirit

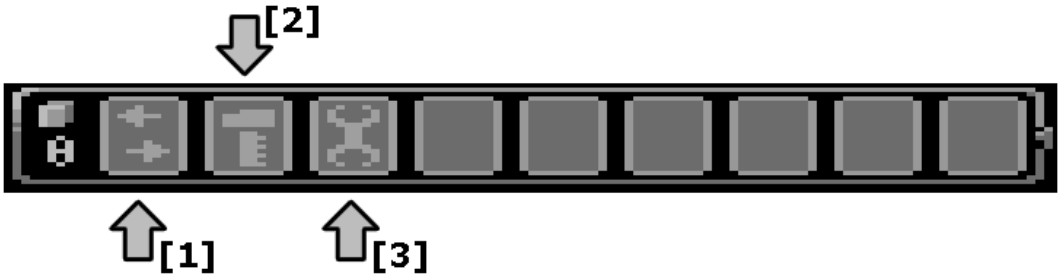
Scene inventory

The scene inventory contains all items located in a scene. Items can be placed there and retrieved later if needed. Items found in the scene appear in the scene inventory.

Important *Only six items are displayed in the scene inventory at any one time. If more items are present, they will only become visible once items are removed from the visible slots. The total number of items in the scene also includes items that are not currently visible.*

Important *Items can also be used directly from the scene inventory and do not necessarily need to be transferred to the personal inventory beforehand.*

When an item is selected in the inventory, the inventory menu appears. The inventory menu can be exited using **[UP | DOWN]**. Pressing **[BUTTON]** selects one of the following three actions:



[1] **Relocate** Move items between or within inventories.
[2] **Combine** Used two items in the inventory together.
[3] **Apply** Use an item from one of the inventories at an interaction point in the scene.

Important *When executing actions, both inventories are treated as a single, unified inventory. Combining items, for example, works across both inventories.*

Evil Spirit

Combat

General

As soon as you encounter an opponent, a fight begins. You can face up to three opponents simultaneously. The distance to an opponent is divided into three levels:

- **Near**
- **Medium distance**
- **Far away**

Melee weapons can only be used at close range. The effectiveness of ranged weapons decreases with distance.

All enemies continuously move closer until they are within melee range (exception: some targets in the first chapter).

Display

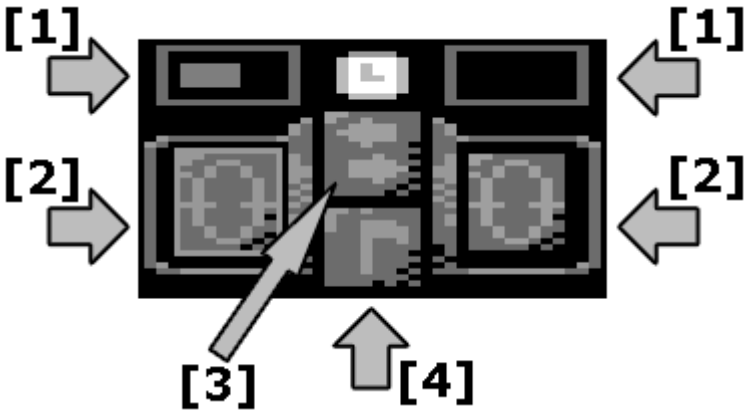
For each opponent, the distance in meters and the remaining life energy are displayed as bars.

Damage inflicted on an enemy is displayed as a number (red and white) below their health bar. Damage inflicted by enemies is displayed above their heads (grey and white).

Evil Spirit

Combat menu

A new menu appears in the bottom right corner during combat.



[1] **Cooldown** Remaining time until the next attack with that hand is possible. The cooldown is independent of the weapon and always lasts the same amount of time.

[2] **Attack:** Switches to target selection. If the attack is invalid (melee weapon on a distant enemy), target selection is canceled.

[3] **Switching Weapons** Opens the inventory. Once a weapon is equipped, the fight resumes immediately. While the inventory is active, the fight proceeds at a slower pace.

[4] **Escape** As long as no combatant has yet executed an attack, escape to the last map position is possible.

Evil Spirit

Solution help

The following information is intended as a guide and is therefore deliberately vague in its details.

Everything revealed here can also be discovered through careful observation and experimentation.

Items

The game is divided into several chapters. Each chapter is playable independently, and with one exception, it is not necessary to use items from previous chapters. In the exception case, it is not possible to leave the chapter if an item is still missing from the inventory. Therefore, it is not possible to get stuck in a puzzle dead end.

However, it is possible to simplify your life by carrying items over from one chapter to the next. These include

- Weapons, ammunition, and protective clothing make fighting easier in subsequent chapters.
- Items that replenish life energy should be consumed or taken along whenever possible.
- Some items can be used in multiple chapters. While there is always a corresponding item within the chapter itself, this item might not be so easy to obtain.
- There are a very small number of puzzles that span multiple chapters. However, with the aforementioned exception, these are optional.

Evil Spirit

To use items, they must either be picked up (weapons) or worn (protective clothing). However, there are also items that are used automatically when they are in your inventory.

Some puzzles can be solved with different items. In these cases, a common property of the items is crucial.

The game also contains items that are completely useless. It should be perfectly obvious that each of these items is pointless and superfluous. Or at least it should be.

Fighting

There is no element of chance in combat. The speed at which enemies approach and the damage (type-dependent) are always constant. The key is to avoid unnecessary fights and use the different weapons optimally.

The game includes modifiers that can alter your damage output (both positively and negatively). Therefore, it's helpful to monitor how much damage you're dealing in combat.

Weapons

Most weapons can be used as found. However, some weapons must first be crafted.

There is one weapon that requires an additional item to use. This item doesn't need to be held in your hand; it's sufficient for it to be in your inventory.

Individual weapons and weapon types can be particularly effective or ineffective against certain enemy types.

Evil Spirit

Weapons overview

- **Pistol** Consumes small-caliber ammunition
- **Submachine Gun** Uses small-caliber ammunition, two rounds per shot.
- **Shotgun** Consumes shotgun cartridges. Efficiency decreases with increasing distance.
- **Melee weapons** Their effectiveness can vary. If an object cannot be used as a weapon, or if no ammunition for a firearm is available, the attack is carried out with fists instead.
- **Throwing weapons** They must be held in one hand. If you have several of them, after throwing one, you immediately pick up the next one.

Compass and map

It can be helpful to create maps of the chapters for orientation. It is important to pay attention to the compass, as movement can sometimes involve a change of direction.

Game ending

There are three ways to end the game. You can, of course, act stupidly and die. Or you can reach the end, having been more or less skillful along the way. The ending sequence varies slightly depending on your performance.